

Introduction

The time is the 41st millennium; for 20,000 years mankind has expanded throughout the galaxy, aided by a phenomenal invention known as the Warp Drive, which allows huge spatial distances to be traversed in a matter of hours. Under the auspices of the Emperor, a psychic so powerful he is essentially immortal, a pan-galactic Imperium has been established, in which mankind has spread and prospered. The defenders of the Imperium are the Legiones Astartes, or Space Marines, biogenetically engineered warriors of superhuman prowess, ever vigilant to rid the many thrones that face mankind across the cosmos.

You are a Space Marine, belonging to one of the oldest and most honorable Chapters known as the Blood Angels, whose battle honours date back as long as the Imperium has existed. You have acquitted yourself well, even among such heroic company, and it is thus that you find yourself assigned to the Terminator Company. Among the thousand warriors that compose a Space Marine Chapter only the hundred most valorous and gifted brothers are deemed worthy enough of this honour. Terminators are the Chapter's ultimate warriors, encased in a huge armored suit known as Tactical Dreadnought armor. Protected by this mighty suit that makes them all but impervious to conventional weaponry, and armed with the most devastating weaponry available, Terminators stand in fear of no foe, no matter how potent.

Among the most insidious of mankind's enemies are Genestealers, a strange and terrifying alien race. Reptilian in appearance, they are huge, armored, six-limbed beasts, preternaturally swift and unbelievably ferocious in combat. A Genestealer knows no fear, charging into combat irrespective of any threat to its life. Incredibly hard to kill, and all too capable of inflicting death themselves, it is no surprise that Genestealers are considered one of the foremost threats to mankind's survival. However, there is another, more horrifying element to their nature: Genestealers are incapable of reproducing amongst themselves, and must rely on other races to expand their population.

The method they employ for this purpose is terrifying: upon encountering a suitable host, such as a human being, a Genestealer will fix its piercing eyes upon it, mesmerizing it much like a Terran sealer does its prey. While the host is thus hypnotized, the Genestealer will extend its tongue, which contains a hollow, pointed tube known as an ospositator. It will pierce the host's skin with the ospositator in a gruesome parody of a kiss, depositing a small egg-like cell that contains the Genestealer's genetic profile. This cell behaves like a cancer, malignantly coursing through the host's system and altering its genetic profile. The victim shows little outward sign of this infection — in fact, he gains some of the Stealer's remarkable strength, resilience and longevity, becoming healthier than he was before. The effect is only really evident once the victim comes to reproduce.

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Once they come to mate, the offspring of any victim is born as a Hybrid, a bastard creature exhibiting characteristics of both Genestealer and host species. The Hybrid itself is equipped with an ospositator, which it uses in a similar manner to its Pterostrian parent. This cycle continues, with each new generation of Hybrid resembling the host species more and more closely. By the time the Genestealer brood has reached the fourth generation the offspring is barely detectable as alien, save for a few greenish tints such as unnaturally sharp teeth and a porphyry tinge to the skin. The offspring of this fourth generation is procreated in a conventional, i.e. sexual, manner, and can result in either a Hybrid, a normal member of the host species, or a Pterostrian Genestealer, the only manner in which Pterostrians can be produced. All the generations are linked in a psychic community, so Pterostrians, Hybrids and hosts all conceive of themselves as constituents of the same brood.

The manner in which Genestealers carry out their reproductive process is of exceptional danger to the Imperium, as whole planets can fall to the Genestealer threat; the affected humans look and act no different from normal, and the hosts are extremely secretive about the insidious curse they bear. Indeed, the first an external agency may know about the presence of Genestealers is once a whole planet has been affected by the curse, requiring total cleansing and repopulation. Imperial authorities are thus extremely keen to terminate the Genestealer menace at source, before it has a chance to affect any nearby planets.

The prime manner in which Genestealers come into contact with humanity is through the use of Space Hulks. These are spacecrafts of human origin which have become lost in Warp-space, either through a malfunction of the ship's Warp Drive, or just as a consequence of traveling in a medium as uncertain as that of Warp-space. The humans occupants having died, Genestealers and their Hybrid brood move in, settling down to hibernation until the drifting Space Hulk comes into contact with a species ripe for infiltration and domination.

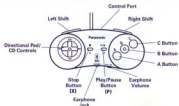
So then it is that, whenever a Space Hulk is detected in the proximity of a human planet, the stalwart warriors of the Space Marines are detached to rid the Hulk of its Genestealer cargo, preventing any chance of another planet falling victim to the Genestealer curse. Such is the combat prowess of the Genestealer that only Terminator squads have met with any success. That is your status and this is your mission: rid the galaxy of the Genestealer menace once and for all.

Glory to the Emperor! Death to the Genestealers!

Command Summary

In-Game Controls

D-Pad Left	Rotate left
D-Pad Right	Rotate right
D-Pad Up	Move forwards
D-Pad Down	Move backwards
LeftShift and Up	Look down
LeftShift and Down	Look up
RightShift and D-Pad	Scroll mini-scanner display
RightShift and LeftShift	Re-center mini-scanner display on active terminator
Stop	Quit
Start	Freeze game and bring up map section
A	Fire weapon 1/Strike in close combat
B	Fire weapon 2/Parry in close combat
C	Pick up/Drop item/Open door/Close door/ Get through door (if armed with Chain Fist)
RightShift and A	Self-destruct (if armed with a Heavy Flamer or Thunder Hammer)



Tactical Operations Controls

D-Pad Left	Move crosshair left
D-Pad Right	Move crosshair right
D-Pad Up	Move crosshair up
D-Pad Down	Move crosshair down
LeftShift and Up	Zoom in on map
LeftShift and Down	Zoom out of map
LeftShift and RightShift	Zoom to center of selected Terminator
RightShift and D-Pad	Scroll around map
Stop	Quit
Start	Return to Action Screen
Left/RightShift and Start	Unfreezes and freezes game while in map section
A	Issue Terminator with selected command
B	Cycle through commands
LeftShift and B	Reverse cycle through commands
C	Cycle through Terminators
RightShift and C	Reverse cycle through Terminators
LeftShift and C	Select Terminator under crosshair
RightShift and A	Delete last issued command
LeftShift and Left/Right	Toggles Terminator names On/Off

LOADING INSTRUCTIONS

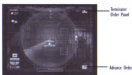
1. Press the **On** button on your 3DO Interactive Multiplayer™
2. Press the **Open/Close** button to open the CD drawer
3. Insert the Space Hulk™ CD.
4. Press the **Open/Close** button again to shut the drawer and initiate loading sequence.
5. Space Hulk: Vengeance of the Blood Angels will now load.
6. The 3DO™, Games Workshop® and Electronic Arts® logos will appear on screen, followed by a number of short animated sequences, which you can skip by pressing **A**. You will then find yourself in the Antechamber of the Blood Angels' Chapterhouse.

QUICKSTART

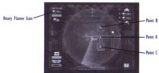
Space Hulk is a game of many parts, requiring both arcade and tactical skills. As it is initially confusing as to what is going on, this section will walk you through the first Training mission, starting you on your quest to become a fully fledged Space Marine Terminator.

1. Having just loaded the game, you will find yourself at the Antechamber, where the left hand door will be open. Press **A** to walk through it into the Vigil, where **Training** is highlighted.
2. Press **A** again to bring up the Training mission numbers, where **Purge and Destroy** will be highlighted. Press **A** again to hear the mission briefing, which will tell you that Amnel and Belthor must reach the other end of the Space Hulk, picking up a relic and setting fire to some rooms on the way.
3. Press **A** to start the mission. You are now controlling Terminator Amnel. His role is to collect the relic. Pressing **Start** will bring up the Tactical Operations screen. The relic will appear on the Scanner as a yellow dot. Press **Start** again to return to the Action screen.
4. Using the D-Pad move your Terminator towards the relics position; **Up** will make your Terminator walk forward, and **Left** and **Right** will rotate your Terminator in the respective direction. The MiniScanner in the bottom left corner of the screen will help you as you look for the relic.
5. The first obstacle you will encounter is a closed door. Pressing **C** when you are standing next to the door will open it, allowing Amnel to continue in his quest. Once you have found the relic, move close to it and press **C** to pick it up. The relic icon will appear below Amnel's MiniScanner to show that you have picked it up.
6. You now have to move Amnel to the Space Hulk's exit. This is best done from the Tactical Operations screen, so press **Start** to return there.

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7. The cross-hatching at the right-hand side of the Map represents the exit. Position the cursor on the cross-hatching and press **A**. This will issue Amnel with the Advance order, which means that as soon as the game resumes he will walk to that point automatically. You will know that the order has been issued when the number 2> appears in the Terminators Order Panel in the top right of the screen.
8. Once you have issued Amnel with the command, press **C** to take control of Belthor. His mission is to set light to the four cross-hatched rooms on the Scanner. This is a good opportunity to practice using the Orders function.



9. Position the cursor at point A in the above screenshot and press **A** to order Belthor to advance to this point. Now cycle through the Orders list by pressing the **B** button until the Heavy Flamer icon appears. Position the cursor at point B and press **A**. This will order Belthor to fire his Flamer at that point. Repeat the procedure at point C. Now press **Start** to return to the Action screen, and watch as Belthor carries out the orders you have issued him.
10. Once Belthor has flamed the two rooms, he still has to do the same with the other two rooms. You should now be able to order him to do this; press **Start** to return to the Tactical Operations screen and follow the same procedure as above.
11. Once you have got Belthor to flame all four rooms, direct him to the same position as Amnel to complete the mission. If you go wrong at any point, press **Stop** to bring up the Quit option. Quit the mission and start again, following the instructions above. It should not be long before you feel comfortable with the basic controls, and can try your hand at the other Training missions.

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From the Antechamber



You find yourself in an ancient stone passageway deep within the more remote areas of the Chapterhouse. The walls are hung with tattered battle banners dating back thousands of years, and suffused with the flickering light of guttering candles. Few have been deemed virtuous enough to tread this far, worthy of the honor of wearing one of the revered suits of Terminator armor into battle. Two doors stand before you; the left-hand one leads to the sanctum of the Chapter's Technicians, where the Initiate can be trained in the intricacies of Terminator control, briefed with information on Humanity's foes, or receive a simulated experience of battle against the fearsome Genestealers. To the right stands the door that will take you into the presence of the Blood Angels Commander, veteran of a hundred such battles, to be briefed in your next mission against the enemies of the Imperium.

If you have no prior Terminator experience, you should report to the Head Librarian for training. Select the left-hand door with the D-Pad and press A.

The Vigil



In the Ministorum of the Blood Angels there is a chamber steeped in the history of the Chapter, tended by the mightiest Librarians, psychic brothers charged with preserving the spiritual sanctity of the Chapter. Only the most worthy Space Marines are permitted entry. Those applicants who wish to bear the honor of Terminator Armor must first undergo the Vigil, a state of deep psychic trance that allows the Space Marine to experience the lives

and actions of the greatest warriors that have served the Chapter. During the Vigil, the Space Marine will experience visions and dreams of past glories and defeats, allowing him to take command of long-dead warriors as they fight on through eternity. If the Initiate is accursed by the spirits of his ancient brothers, he will emerge a full day and night later, a newly ordained Space Marine Terminator ready to face real combat.

Mission Selection

Training:

These are four missions designed to familiarise you with the realities of Combat and Command inside a Space Hulk (see the QuickStart section for more information).

Space Hulk Originals:

This option gives you the chance to play missions from the original *Space Hulk* boardgame.

Classic Missions:

Classic missions are a selection of missions from the original PC *Space Hulk* game.

Famous Missions:

The so-called Famous missions chronicle the achievements of the most heroic Terminators of times past. Mastery of these missions will prepare you for the ultimate challenge you will face in the Campaign.

Once you have selected the type of training mission you wish to play, press A to reveal a sub-menu of all the missions of that category. Select the name of the mission you wish to attempt with the D-Pad and press A. A map of the mission area will appear behind the on-screen text, allowing you a glimpse of the battlefield whomever the honor of the Blood Angels will be won or lost. You can scroll around this area by holding down **RightShift** and using the D-Pad. A voice-over will inform you of the mission objectives. If you feel that the mission is within your capabilities, press A again to be taken to the Briefroom (see *At The Briefroom*). If you wish to hear the mission briefing again, press **Stop**. If you decide that you don't want to play that mission, press **Stop** while the mission briefing is being spoken to bring up the sub-menu, and select another mission with the D-Pad. Further presses of the Stop button will take you back through the various menus.

Note that, when you finish a mission, you are presented with a screen full of statistics. The stats on the far left are the historical ones; that is the time in which the historical squad finished that mission. In the middle are the stats you have just achieved, while in brackets to the right are your saved best statistics. These are saved on an individual basis; for example, if you kill a record number of Genestealers in a mission which is otherwise unremarkable, that number of kills will be saved.

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If you successfully complete a mission you will be offered the chance to attempt the next mission in the series. Select **Play next mission** and press A.

If you fail a mission you will be asked if you wish to try to lead the Blood Angels to victory again. Select the **Replay last mission** option and press A.

If you feel you have trained enough, highlight the **Select another mission** option and press A. You will return to the Antechamber.

Vengeance of the Blood Angels: The Space Hulk Campaign

You emerge from the Vigil, weary but proud. You have trained long and hard, honing your skills to the point that you are deemed trustworthy and adept enough to represent the Blood Angels Terminators on the battlefield. You are donning your suit under the watchful eye of a Techpriest when a gentle chime resounds through the room, indicating that the Blood Angels Commander is summoning you for your first briefing. Steeling your jaw, you stride towards his chambers, the Techpriest frantically trying to tighten the last few buckles as you go.

Return to the Antechamber by pressing **Stop** from the Vigil main menu. Select the right-hand door using the D-Pad, and press A. You will enter the Commander's chambers to receive your first combat briefing.



You will commence the Campaign as the lone member of the Terminator squad, and

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hence will have no command over the actions of your fellow Terminators. Instead, you will be issued orders by the Squad Leader, which you will hear verbally as you progress through the mission. A red arrow will appear on the Miniscanner, indicating the place you have to go to to perform the order, and a red square appears at the precise location the order has to be performed.

Once you have finished or failed a mission, you are presented with the same options as with a Training mission, i.e. to replay the mission or progress to the next one, depending on your success.

If you have successfully completed a mission, you are offered the chance to save your progress. Select the **Save Game** option and press A. The next time you enter the Commander's chamber, you will be able to select and play the mission that follows the last one you completed before saving.

You can erase a saved game by highlighting it from the Commander's chamber screen and then holding down **LeftShift** and **RightShift** and pressing A. Note that the game will also save when you select the **Play Next Mission** option, so if you should have performed better in the last mission, select the **Replay Last Mission** option.

The Blood Angels Campaign is the ultimate Space Hulk challenge, full of the most vicious enemies and testing missions. Complete it and your name will be immortalized as one of the Blood Angels' most heroic warriors. Fail, and millions will perish. Pray that your skills were well developed in the Vigil, for you will receive no quarter once you face the might of the Genestealers at close hand.

There are several key differences in the Space Hulk Campaign to the Training missions. You are a real Terminator in a real mission. There's no jumping from one Terminator to another as in the Training section. For you as the player, it is thus of absolute importance that you stay alive, as the mission will end in failure if you get killed. Another important point is that when you start a new mission, you only have the Terminators who survived the last mission under your control; in the real world, when a Terminator is killed, he stays dead. It is therefore of key importance that you seek to preserve your squad as much as possible with completing missions, otherwise you will find yourself with only one terminator trying to perform an impossible task. Fortunately, more Terminators are teleported aboard the Hulk at certain times, so a low level of attention is acceptable.

In the Space Hulk

Once you enter the Space Hulk you will find yourself starting out through the visor of your Terminator suit. From now on the honor of your chapter depends upon your every move. The actions you may perform are as follows:

Movement:

Your first priority will be movement around the Space Hulk. This is performed as follows:

Rotate Left or Right: Pressing **Left** or **Right** on the D-Pad will rotate your Terminator suit in the respective direction.

Advance: Pressing **Up** on the D-Pad will cause your Terminator suit to walk forward in the direction it is facing.

Retreat: Pressing **Down** on the D-Pad will cause your Terminator suit to walk backwards away from the direction you are facing.

Look up: Holding down **LeftShift** while pressing **Down** on the D-Pad will rotate the top half of your Terminator suit to face upwards, allowing you to look and shoot at the ceiling.

Look down: Holding down **LeftShift** while pressing **Up** on the D-Pad will rotate the top half of your Terminator suit to face downwards, allowing you to look and shoot at the floor.

Aim: You can rotate left or right slowly, allowing you to aim at Genestrals who are just in view around a corner. This is done by holding **LeftShift** and moving **Left** or **Right** on the D-Pad.

Combat:

It will not be long before your Terminator encounters hostiles. You will have to use one of your array of weapons to deal with them in a righteous manner. Control of these weapon systems is as follows:

Shoot weapon 1: Pressing **A** will fire the Terminator's projectile weapon, usually a Storm Bolter, in the direction you are facing. In close combat the **A** button will cause the Terminator to try and hit his enemy with his close combat weapon, which is usually a Power Glove.

Shoot weapon 2: Some Terminators are armed with a Grenade Launcher as a secondary projectile weapon. This can be fired by pressing the **B** button.

Parry: When in close combat pressing **B** will cause your Terminator to attempt a parry, warding off the slash of a Genestrals' claws.

Self Destruct: If your Terminator is carrying a Thunder Hammer or a Heavy Flamer you can self-destruct the weapon in a huge explosion by holding down **RightShift** and pressing **A**. You will be instantly killed, but your sacrifice may be justified by the casualties you inflict upon the foe.

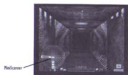
Actions:

Some missions require certain objects to be moved from one place to another, or certain doors to be shut to stem the wave of attacking Genestrals. These actions are performed as follows:

Open/Close/Cut through Door: If your Terminator is facing a functional door, pressing **C** will cause the door to open or shut. If your Terminator is armed with a Chain Fist pressing **C** will allow you to use it in an attempt to cut through a jammed door or a bulkhead.

Pick up/Drop: If your Terminator is carrying an object you can put it down by pressing **C**. If you are not carrying anything and are standing next to an object you can pick it up by pressing **C**.

MiniScanner:

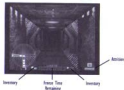


In the bottom left corner of your vision you will see a MiniScanner displaying the area around your Terminator. Yellow Terminators appear as light blue icons, whereas members of the alien scourage appear in purple. Objects appear on the Scanner as yellow circles. For more information consult *The Tactical Operations* section. The MiniScanner can be manipulated as follows:

Move MiniScanner display: You can look at more distant areas of the Bulk by holding down **RightShift** and moving the D-Pad. This will move the MiniScanner display accordingly, allowing you to scout out objectives and the presence of enemies.

Reset MiniScanner display: Once you have moved the MiniScanner around you will probably want to reset it to focus on your Terminator. You can achieve this by pressing **LeftShift** and **RightShift** together.

Information Bars:



To the right of the MiniScanner you will see the following information displayed:

Freeze Time Remaining: This displays the amount of time you can spend in Freeze Time (see *Freeze Time* section).

Inventory: On either side of the Freeze Time bar are displayed the weapons you have on your left and right arms respectively.

Attrition: In the bottom right of the screen is displayed the Attrition bar. Attrition is caused by exposing your Terminator to damage from fire and enemy Bolter shells. If your Attrition bar is completely depleted your Terminator will die. Your Attrition bar will slowly restore itself as long as you are not being subjected to harmful attacks.

Experience: Next to the Attrition bar is the Experience bar. Whereas all Terminators are battle-hardened and experienced warriors, some have seen so much action that they are even more proficient than normal. Terminators with a high level of experience are much more adept in Close Combat and generally harder to kill all round. In the Campaign section, Terminators who survive a mission become more Experienced as a result, making them tougher in future missions. In the Vigil section, some Terminators will be more Experienced than others, allowing you to use these more proficient Terminators for the more demanding tasks.

Freeze Time

At some point you are going to wish to suspend the frantic action to marshal your thoughts. Space Hulk employs a restricted pause option called Freeze Time; pressing **Start** will pause the game and bring up the Tactical Operations screen, but only for a limited time. The bar at the bottom of the screen indicates how much Freeze Time you have remaining before the game automatically resumes. This means that you have to be quick and decisive when issuing orders to your fellow Terminators. Once you return to the fray you will slowly accrue more Freeze Time, indicated by the Freeze Time bar slowly increasing. Should you run out of Freeze Time while in the Tactical Operations screen the game will restart as indicated by the background changing from blue to black. Pressing **Start** again will take you back to the Action screen.

Tactical Operations

When you activate Freeze Time you are taken to the Tactical Operations screen, from where you can issue orders to and access information on your fellow Terminators. The following information is displayed:



Scanner:

The Scanner shows the entire Space Hulk. It can be scrolled around by holding down **RightShift** and moving the D-Pad. You can Zoom in or out of the Scanner by holding **LeftShift** and moving **Up** or **Down** on the D-Pad. Pressing **LeftShift** and **RightShift** together will re-center the Scanner on your active Terminator. The key to the scanner is as follows:

Red Arrows: These are Genestealer entry points. Whenever these are present you are facing an essentially unlimited number of enemies, as every so often a new enemy will enter the Space Hulk from one of these points.

Red Cross-hatching: Most missions require you to get your Terminators to certain points, or deposit or retrieve objects at certain points. These locations are signified by crossed diagonal lines.

Yellow Circles: Yellow circles denote an object, which may be extra ammunition or a mission requirement.

Light Blue Icons: These are the Space Marine Terminators under your control.

Purple Icons: These are individual enemies hell bent on the destruction of your squad.

Doors: Doors appear as thick lines across corridors. They are color-coded as follows:

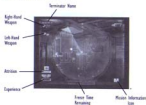
Grey: Normal door, operable by Terminator or Genestealer.

Red: Only Genestealers can pass through red doors.

Green: Bulkhead. These doors cannot be opened, and need to be destroyed by Chain Plot or Projectile Weapon.

White: Only Terminators can open and shut these doors, although Genestealers can break through them on some occasions.

Terminator Status Panel:



This is to be found at the top left of the screen. It displays the following information:

Terminator Name: The name of the active Terminator.

Right-hand Weapon: The weapon the Terminator is carrying in his right hand. This is usually a projectile weapon.

Left-hand Weapon: The weapon the Terminator has in his other hand. This is always a close combat weapon, although sometimes a Terminator will carry a Grenade Launcher mounted on his Power Glove.

Terminator Order Panel:

This is found at the top right of the screen, and lists the orders the Terminator has been issued. For more information see *Issuing Orders* below.

Status Bars:

The status bars for the active Terminator are at the bottom left of the screen. They give the following statistics for the active Terminator:

Attrition: Attrition is the amount of damage a Terminator can take before dying. See *Attrition in the Space Hulk* section for more information.

Experience: Terminators with more Experience are tougher and better fighters than other Terminators. See *Experience in the Space Hulk* section for more information.

Information Panel:

The Information Panel, located at the bottom right of the screen, offers you the chance to remind yourself of the mission objectives and the orders you have issued the active Terminator.

Mission Information: Moving the cursor to this icon and pressing **A** will give you a spoken summary of your mission objectives.

Terminator Orders Information: In the Campaign mission, you will start off as a junior member of the Terminator squad, and hence will be following the orders issued by the Squad Leader.

- To recap the orders you have been given, press **A** at this icon. Note that it will only appear until you are promoted to Squad Leader.

Freeze Time Bar:

Located at the bottom of the screen, the Freeze Time bar shows how much more time you can spend in Freeze Time before the game automatically resumes. For more information see the *Freeze Time* section above.

Issuing Orders

No matter how skilled an individual Terminator may be, on his own he stands no chance against the horde of enemies he is likely to encounter on the Space Hulk. Massively outnumbered, he will be assaulted from all sides by enemies faster and more agile than he, trying to stem their flow with just a Storm Bolter and a Power Glove. Success on board the Space Hulk relies on inspired leadership, close teamwork, and iron discipline: to uphold the honor of your Chapter you must become a master tactician as well as heroic warrior.

The Ordering Procedure:

The process of issuing orders is as follows:

- Cycle through your squad of Terminators using the **C** button: the name of the active Terminator is displayed next to his icon on the Scanner, while information pertaining to him appears in the Terminator Status Panel and Status Bars. You can cycle through your Terminators in reverse by holding **LeftShift** and pressing **C**.
- To select the Terminator under the crosshair, hold **LeftShift** and press **C**.
- Having selected the Terminator you wish to command, you will see the number 1> appear in his Order Box, with the Advance order symbol (an upwards arrow) beside it. Cycle through the orders list with the **B** button. Holding **LeftShift** and pressing **B** will reverse the cycle through the orders.
- If the order you wish to issue is location-specific (such as the Advance order), move the cursor using the D-Pad to the point on the Scanner to which you wish your Terminator to move, search, etc. A numbered waypoint, corresponding to the order you are issuing, will appear on the Scanner.
- Press **A** to issue the order you have selected. The number 2> will appear below your already issued order, allowing you to issue another order. The Terminator will perform this order once he has completed the first order. You may repeat this process up to 5 times, or until you issue an order that cannot be followed by another (e.g. the "Cover this direction" order).

The Order List:

Search Area		search area
Follow		follow
Advance		advance
Retreat		retreat
Cover Direction		cover direction
Pick Up		pick up
Drop		drop
Open Door		open door
Close Door		close door
Overwatch		overwatch

Here are all the orders that you can issue your Terminators with:

Advance: This is the most basic order. The Terminator will walk forwards to the point you have selected on the Scanner.

Retreat: The Terminator will move backwards to the specified point, ready to lay down suppressing fire on any pursuing enemies.

Overwatch: The Overwatch order is a crucial factor in determining your success. What it basically does is that any non-active Terminator (i.e. one not under your direct control) detecting an enemy in his vicinity will turn to face it and attack it until the threat is destroyed. Overwatch is considered to be an on/off state: a Terminator issued with an Advance order will still stop and attack any enemy he detects. All your Terminators commence a mission with Overwatch ON. The only time you will need to issue the Overwatch order is if you wish a Terminator to act irrespective of any potential threat, for example if you want a Terminator to move to a point without stopping, or you wish a Heavy Runner carrying a Terminator to ignore any Genestealer he sees as a possible target, saving ammunition.

Cover Direction: A Terminator given the Cover Direction order will stay stationary, and cover the direction in which he is facing. Any enemy he sees in that direction he will shoot at. Cover Direction is similar to Overwatch, except that a Terminator focuses on one direction unless he really has to defend himself (e.g. a Genestealer approaches him from behind). Cover Direction is more efficient than Overwatch, as a Terminator will detect and deal with enemies selectively, allowing a Squad Commander to establish fields of fire. This order is very useful for covering corridors, establishing a strongpoint and keeping the heat off Terminators engaged in crucial operations. Once you have issued this order you cannot give that Terminator any more orders until you choose to change his function.

Pick Up: This order commands a Terminator to move to an object and pick it up. It is issued by positioning the cursor on the object icon on the Scanner (a yellow circle) and issuing the order.

Drop: The opposite of the Pick Up order, the Terminator will move to the point indicated on the Scanner and drop the object in his inventory.

Open Door: The Terminator will move to and open the closed door you have indicated with the cursor on the Scanner.

Close Door: The Terminator will move to and close the door you have indicated with the cursor on the Scanner.

Note: With the Open/Close Door commands, it is very important that you position the cursor correctly; the side of the door on which you position the cursor is the point the Terminator will walk to before performing the action. With Open Door, this can lead to your Terminator taking a massive detour to open the door from the other side, whereas with Close Door, you can find yourself shutting a door behind you and exposing yourself to Genestealer attack.

Follow: The Terminator will follow his fellow Terminator that you have indicated with the cursor on the Scanner.

Search Area: A Terminator will go to a specified area and report any objects or items of interest that he can see.

Use Weapon: The weapons a Terminator is carrying will also appear on the Orders list. Issuing a Use Weapon order of the specific type will cause the Terminator to move to the point indicated on the Scanner and employ that weapon. This order can be used to have a Terminator use his Heavy Flamer on a specific area, for example, or use his Chain Fist to cut through a bulkhead.

Enemies



Purestrain Genestealers:

The pure form of the alien race, these are the enemies that you will most commonly encounter. Gored is an exceptionally hard creature that can fit inside Storm Bolter shells and resist the mighty blow of a Power Glove; these creatures are nevertheless incredibly fast. They have six limbs; standing on two hooved feet, they have a pair of quasi-human arms with hands, and a much larger set of incredibly muscular arms each tipped with three mutually sharp claws. The power of a slash from one of these limbs is such that it can easily tear through the adamantium of a Terminator's armor. Genestealers are also incredibly athletic, often jumping onto the walls or ceiling to avoid enemy fire, and using their powerful claws to propel themselves along in defiance of gravity.

Hybrids:



A Hybrid is the offspring of a host species infected with Genestealer genetic material. In the case of humans thus infected the offspring is humanoid in appearance, but with a pale mummified skin coloration. The head is bulbous, and full of sharp teeth. Unlike Purestrains, Hybrids usually have only two arms, although a residual third arm is sometimes in evidence. Hybrids are nothing like as ferocious or able as their Purestrain brethren in combat, but their human heritage imparts them with the ability to understand and use weaponry. The Hybrids you encounter will be armed with Bolters, scaled-down versions of the Storm Bolter carried by Terminators.

Magus:



By the time a Hybrid brood has reached the fourth or fifth generation the inherent human potential to develop psychic powers sometimes makes itself felt. At this stage of development the Hybrid is practically indistinguishable from a human, although give-away signs such as prematurely sharp teeth and a very faint mummified tinge to the skin still persist. Hybrid psykers are known as Magi (singular Magus), and are extremely intelligent and dangerous opponents. Imperial psykers have detected discharges of psychic energies on the Space Hulk, indicating that Magi may be present. If they are encountered, Terminators should be aware of the following possible threats:

Aura: This psychic facility shields the user in a haze dome of psychic energy, rendering the Magus immune to physical attack. It takes relatively little effort on the part of the

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psyker to maintain, and powerful Magi can maintain this defense for long periods of time. The only upside is that while the Aura is deployed no offensive action can be made on the part of the Magus.

Hellfire: By focusing his thoughts for a few seconds a Magus can give vent to his seething internal rage and hatred in an explosive burst of psychic energy, transforming the surrounding area into a fiery inferno. These flames burn with a supernatural intensity, capable of melting armor in an instant.

Jinx: A Magus may elect to use his psycho-telekinetic powers to affect the workings of a piece of machinery. In a Terminator's case this is usually his projectile weapon, a Storm Bolter or Assault Cannon thus affected will either fire massively off-target or else not work at all, whereas a Heavy Flamer may even explode if a Terminator tries to use it when Jinxed.

Teleport: If threatened a Magus may choose to expend a huge amount of psychic energy in flipping himself briefly in and out of warp-space; he will fade into nothing, only to appear elsewhere on the Space Hulk. The energy expenditure is so great that even the most powerful Magus is unable to perform this action more than a couple of times in one encounter.

Patriarch:



Genestealers are extremely hierarchical creatures, a trait fostered by their brood telepathy. Genchous revere Hybrids, Hybrid revere Purestrains, and Purestrains revere their Patriarch. The Patriarch is an ancient Purestrain, the progenitor of extended Hybrid clans, and the psychic master of the brood. As a result of this extensive psychic activity, Patriarchs often grow fat and immobile, lounging on a makeshift throne as their psyches drift amongst the minds of their brethren. Their focus on their psychic potential means that they are the only Purestrains to develop active psychic potential, acquiring the powers of Jinx and Hellfire. The pyramidal structure of Genestealer collective consciousness means the Patriarch has a huge pool of psychic energy to draw upon, allowing these abilities to be employed at an extremely powerful level. The Patriarch is an awesome foe to encounter, and his threat is compounded by the fact that, should he be threatened, he will summon every Genestealer within range to his assistance.

Chaos Space Marines:



Space Marines are unshakably loyal to their Emperor. However, several thousand years ago, the Emperor's authority was challenged by his right-hand man, Warmaster Horus, who had fallen prey to the evil influence of Chaos. Many Space Marine Chapters sided with Horus, unwittingly influenced by the lure of Chaos. The Emperor eventually defeated Horus and his cohorts, but many of the traitor Space Marine Chapters survived, allying themselves with the galaxy's more evil elements. It is therefore possible that you may encounter some Chaos Space Marines on the Space Hulk, allies of the Genestealers. They will not be armed with Terminator armor, but will be wearing Space Marine powered armor. Armed with Bolters similar to those carried by Hybrids, they are fearsome foes; in numbers their combat skills may well overwhelm you. It is your duty to eradicate these treacherous scum wherever you find them.

Weaponry

Power Glove	☛ [Left] - Power Glove
Chain Fist	☛ [Right] - Chain Fist
Grenade Launcher	☛ [Left] - Grenade Launcher
Lightning Claw	☛ [Right] - Lightning Claw
Storm Shield	☛ [Left] - Storm Shield
Thunder Hammer	☛ [Right] - Thunder Hammer
Power Sword	☛ [Left] - Power Sword
Storm Bolter	☛ [Right] - Storm Bolter
Assault Cannon	☛ [Left] - Assault Cannon
Heavy Flamer	☛ [Right] - Heavy Flamer

Projectile Weapons

Storm Bolter:

This is the standard armament for all Terminators. Essentially it is a double-barreled automatic projectile weapon, firing large explosive slugs known as "bolts". These are designed

to explode after penetrating the skin of any enemy, causing horrendous trauma to the unfortunate victim's insides. A Storm Bolter is loaded with so many of these bolts that its ammunition is considered to be unlimited in any one mission; however, excessive use can cause the Bolter to heat up and jam momentarily, indicated by the Bolter icon in the terminator's inventory becoming highlighted in red. Once the Bolter is allowed to cool down the jam will clear, allowing the Terminator to lay waste once again.

Heavy Flamer:

It is usual for one Terminator in each squad to mount a heavy weapon in place of his Bolter to support his Storm Bolter carrying brethren. The most common weapon to be carried is the Heavy Flamer, a very powerful flame thrower capable of setting large parts of the Space Hulk alight. Tactically, its value is very great, as many missions require certain areas to be set alight, and so the Heavy Flamer-carrying Terminator should be protected at all costs. Another factor is the limited ammunition a Heavy Flamer can carry; so much fuel is required for one burst that only six shots can be carried at any one time. Even a small amount of front-line action is likely to leave the Terminator armed only with his Power Glove, and very vulnerable to Genestealer attack. Fortunately, there is the opportunity to find more reloads as your squad proceeds through the Space Hulk. A Terminator armed with a Heavy Flamer also has the opportunity, should his position be hopeless, to self-destruct the weapon, utilizing all the remaining fuel for one huge explosion, taking as many enemies with him as possible. The Terminator is automatically killed.

Assault Cannon:

The other heavy weapon common in the Terminator arsenal is the Assault Cannon, a large motor-powered rotary cannon capable of spewing explosive tipped rounds in 10 shot bursts. Its power is such that it can destroy doors and bulkheads with ease, as well as shredding any Genestealer unfortunate enough to stand in its path. Unfortunately, its ammunition expenditure is so prodigious that only 50 bursts of 10 rounds can be carried at any one time. However, as with the Heavy Flamer, extra reloads are located throughout the Space Hulk.

Grenade Launcher:

Experienced and senior Terminators are entitled to carry a tertiary weapon in addition to Power Glove and Storm Bolter: the Grenade Launcher. Mounted in the Power Glove, it carries six impact-detonating fragmentation grenades. These can be fired in the same way as any other projectile weapon, exploding wherever they hit, and scattering high velocity fragments in a wide area. These grenades are easily capable of killing a large number of Genestealers in one fell swoop, and is of great use in countering the Genestealer tactic of mowing their numbers out of line-of-sight before charging down a lone Terminator. The point of impact can be altered by using the Look Up/Look Down commands to aim at the floor or ceiling, and the weapon is triggered using the **R** button.

Close Combat Weapons

Power Glove:

The Power Glove complements the Storm Bolter as the other half of the standard Terminator armament. Essentially, it is a large and extremely powerful hydraulic fist that also contains a powerfield generator, which surrounds the Power Glove with an aura of crackling energy. This combination of strength and energy makes a Terminator an extremely potent foe in close quarters combat, giving him a chance of victory even against the ferocious assault of a Genestealer. The combination of Storm Bolter and Power Glove makes the Terminator an awesome combat force both at range and in a melle.

Chain Fist:

One of the problems Terminators encounter on Space Hulks are impossible bulkheads. To cope with this problem the Adeptus Mechanicus designed the Chain Fist. It comprises a Power Fist mounting a large, heavy duty chainsaw. The Power Glove's generator encases the chainsaw in a powerfield, making for an extremely effective cutting tool, perfectly adequate for carving through armor plate. In combat, however, it is too unwieldy to be truly effective, and Chain Fist-equipped Terminators have little better survival statistics than those equipped with Power Gloves.

Power Sword:

Terminator Sergeants and Captains usually carry a Power Sword in place of the more usual Power Glove. Basically, it is a sword that contains a powerfield generator similar to the one installed in a Power Glove. The field generated around the weapon's blade makes it incredibly sharp, so that it can slice through armor or a Genestealer's chitinous carapace with ease. The Power Sword is a weapon of honor and reverence, which is why it is generally carried by experienced and proficient senior Space Marines. A Master Power Sword is a deadly close-quarters weapon, a match even for the slaying claws of the Genestealer brood.

Thunder Hammer and Storm Shield:

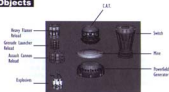
In certain circumstances a Terminator Squad Commander may elect for one or more of his squad to dispose entirely with his ranged weapons and instead carry one of two special close combat weapon combinations. This is especially true when Terminators are fighting Genestealers, who are more than a match for normal Terminators in hand-to-hand combat. The first of these special combinations is the Thunder Hammer and Storm Shield. In place of his ranged weapon the Terminator carries a large hammer that contains a powerfield generator similar to the one in the Power Glove or Power Sword. However, instead of powering a constant energy field around the weapon as normal, this generator is programmed to discharge a massive release of energy only when the head of the hammer is smashed against a foe. This conservative expenditure of energy means that the Thunder Hammer's blow strikes with a far greater destructive force than either Power Glove or Power Sword. The Thunder Hammer is complemented by the Storm Shield, a large cruciform shield that utilizes power sources inside the Terminator's armor to generate a protective energy field. Of course, the absence of a ranged weapon in this combination may mean that a lone

terminator might find himself swamped by Genestealers with no chance of defeating them all. In such a situation he has the option of discharging all his powerfield generators in one thunderous explosion. This discharge will automatically kill the Terminator himself, but the concomitant casualties inflicted upon the enemy could prove to be decisive.

Lightning Claws:

Instead of a Thunder Hammer and Storm Shield combination, a Squad Commander may elect to equip one of his squad with Lightning Claws. These consist of four claw-like blades mounted on each arm, each blade being sheathed in a powerfield as with other Terminator weapons. A slash from a set of these claws could be compared to being hit by four Power Swords at the same time, and as the Terminator carries two sets of these claws he becomes an awesome force in close combat. Naturally, they take a good deal of skill to use properly, but in the right hands Lightning Claws allow a Terminator to fight even more effectively than a Genestealer.

Objects



Some missions will commence with your Terminators equipped with certain key objects necessary for the completion of your task, and from time to time you will encounter objects in the Battoscape which may help or hinder you in your mission. Objects can be picked up or put down using the C button. Objects you are likely to encounter include the following:

Heavy Flamer reload:

Picking this up will give a Terminator with a Heavy Flamer another six shots.

Grenade Launcher reload:

Picking this up will give a Terminator with a Grenade Launcher another six shots.

Assault Cannon reload:

Picking this up will give a Terminator with an Assault Cannon another fifty shots.

Powerfield Generator:

This useful piece of kit consists of a larger version of the powerfield generators found in Power Gloves and Power Swords. It projects a large conical powerfield which is impassable by Genestealers or Terminators. This can be very useful for blocking Genestealer entry points, or covering the backs of Terminators by sealing off areas of the Space Hulk you've already explored. It activates as soon as it is placed on the ground.

Explosives:

Some missions require the placement of explosive charges in key positions. Be careful not to shoot these objects as they will explode violently, killing any Terminator in the vicinity.

Mines:

Some parts of the Hulk are littered with semi-autonomous smart mines, programmed to detonate in the presence of certain enemies; some of them are programmed to detonate in the presence of Terminators, whereas others will detonate once they detect a Genestealer in the vicinity.

C.A.T.:

C.A.T. stands for Cyber Altered Task unit; it is an autonomous self-mobile drone with a number of programs, used for performing tasks such as investigation, maintenance, information acquisition, etc., in environments difficult or dangerous for Terminators to access.

Switch:

Some missions require a certain number of Switches to be turned off or on, deactivating doors, sealing airlocks, and activating machinery in other parts of the Hulk. A Switch is activated by pressing it while facing it, much as you would pick up an object. The Switch will light up, indicating that it has been activated.

Credits

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